

# Warehousing

v3.0.8

\*Fixed version issue.

v3.0.7

\*Fixed typo in locale file.

v3.0.6

\*Updated TOC version for patch 7.3.

v3.0.5

\*Updated TOC version for patch 7.2.

v3.0.4

\*Updated TOC version for patch 7.1.

v3.0.3

\*Using new APIs added to core TSM addon to workaround Blizzard's item caching issues.

v3.0.2

\*Bumped TOC version for patch 7.0.3.

v3.0.1

\*Add caching of pet species in Guild Vault.

\*Optimize scanning of Guild Vault inventory.

v3.0

\*Initial 3.0 version!

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v2.1.4

\*Updated for patch 6.2

v2.1.3

\*Fix interface version

v2.1.2

\*Update Bagnon / Add LiteBag support

\*Updated for patch 6.1

v2.1.1

\*Fixed issue with move to bags/bank and reagent bank.

v2.1

\*Updated for patch 6.0.2

v2.0.10

\*Increased restock slider cap to 5000.

\*Increased quantity slider caps to 5000.

\*Implemented the suggestion for specifying stack size multiple for warehouse operations move to bags - enabling this will only move in multiples of the stack size set.

v2.0.9

\*Fixed issue with warehousing groups and ignore random enchants

v2.0.8

\*Updating group tree creation API call.

v2.0.7

\*Fixed an issue where the operation summary description was incorrect

\*Added support for DufUIBank

v2.0.6

\*Fixed an issue with calculating quantity to move.

v2.0.5

\*Added support for cargBags Nivaya.

v2.0.4

\*Updated TOC for patch 5.4.

v2.0.3

\*Bug fix with v2.0.2 and TSM2.1.

v2.0.2

\*Operations are now properly sorted alphabetically.

\*Moved operation management to its own tab.

v2.0.1

\*Empty bags will now move soulbound items.

v2.0

\*First 2.0 Version!

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v1.5

\*Updated for patch 5.2.

\*Many other minor bug fixes and improvements.

v1.4.7

\*Compatible with TukUI and AdiBags

\*Fixed Issues with ElvUI

\*Updated Bank UI to use new TSM Design

\*Added Auction Categories

\*Fixed issues with OneBank

\*Auctioning Categories / Groups take mail quantities into account when moving

\*Many other minor bug fixes and improvements.

v1.4.6

\*Updated .toc to version 5.1

v1.4.5

\*Crafting groups now reset properly

\*UPDATEBAGSTATE, and craftstate, are only printed when movedata = true

v1.4.4.3

\*Elvui should work now

v1.4.4.2

\*Crafting groups should now work properly across multiple chars

v1.4.4.1

\*LUI compatible

\*removed annoying print statement

v1.4.4

\*compatible with famBankFrame

\*Tukui!

\*ElvUI

v1.4.3.1

\*fixed a typo that caused an error

\*fixed a bankui issue

\*fixed auctioning groups

\*fixed and an issue if auctioning or crafting are not installed.

\*removed Lisence.txt

\*fixed the .toc file

v1.4

\*removed Lisence.txt

v1.3.3

\*Changed the behavior for auctioning

\*Fixed the version number

v1.3.2

\*removed print statement

v1.3.1

\*fixed a bug with increment

v1.3

\*Im experimenting with trying to speed up the gbank, and eliminates dc's

\*more local variables Sapu rejoice!

v1.2.5

\*fixed a bug

v1.2.4

\*no longer am I quering the gbanktab

v1.2.2

\*set limits to the timeouts

v1.2.1

\*You can now close the bankui at will  
\*You can now adjust the gbank time out

v1.0.9.2  
\*debug print statement

v1.0.9.1  
\*added timeouts to the movement code

v1.0.9  
\*Fixed a bug in canGoInBag

v1.0.8  
\*Fixed some bugs

v1.0.7  
\*Warehousing now works with many different bank addons

v1.0.6  
\*Warehousing now works with ArkInventory  
\*Slowed the gbank down further

v1.0.5  
\*So it will show up on curse  
\*I also fixed a bug last night, but dont remember what it was

v1.0.4  
\*I fixed it better

v1.0.3  
\*Attempt to stop the move process if the users bags are closed

v1.0.2  
\*I hate localizing

v1.0.1  
\*updated for 4.3....wait what??  
\*changed inventory\_manger to warehousing

v1.0  
\*it has been released!!